

# MICHIGAN SUPREME COURT



## *Office of Public Information*

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### **ONLINE GAME TEACHES JUDICIAL BRANCH BASICS; GAME, TEACHER'S GUIDE AVAILABLE ON SUPREME COURT LEARNING CENTER WEB SITE**

LANSING, MI, June 6, 2006 – Wielding a gavel, Kid Justice combats robot spiders and battles Lady Anarchy and her minions, evildoers who have made trouble in the Hall of Justice Learning Center.

If that sounds like a video game – it is. “Kid Justice Conquers Chaos,” a new online game, has been added to the educational resources on the Michigan Supreme Court Learning Center’s web site.

“Although the game can be used on its own, we encourage teachers to pair the game and lesson plans with a tour of the Learning Center at the Hall of Justice,” said Rachael L. Drenovsky, Learning Center Coordinator.

The game is aligned with the Michigan Curriculum Framework’s social standards for later elementary and is appropriate for classroom or home use. A companion teachers’ guide with lesson plans is available through the web site.

As the game unfolds, Kid Justice, the daughter of Lady Justice, learns that someone is trying to create mischief at the Learning Center. In her search for the culprits, she encounters characters who offer pieces of evidence to solve the mystery. But first, she must answer important questions about the court system. Information is all around her, but she must find where it is hidden.

The game was completed as part of a joint project with Ferris State University’s Digital Animation and Game Design Program. Developed with input from educators and legal experts, the project was funded by a grant from the Michigan State Bar Foundation.

“Kid Justice Conquers Chaos” is at <http://www.courts.michigan.gov/plc/KidJustice/index.htm>.

For information about tours, call 517-373-7444 or visit <http://www.courts.michigan.gov/plc/>.

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